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Docket No.
SAR 13476

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Box Patent Application
Washington, D.C. 20231

Transmitted herewith for filing under 35 U.S.C. 111(a) and 37 C.F.R. 1.53(b) is a new utility patent application for an invention entitled:

METHOD AND APPARATUS FOR TRACKING MULTIPLE OBJECTS IN A VIDEO SEQUENCE

and invented by:

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EI593234049US

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Application Elements

1. ☒ Filing fee as calculated and transmitted as described below
2. ☒ Specification having 17 pages and including the following:
 - a. ☒ Descriptive Title of the Invention
 - b. ☒ Cross References to Related Applications (if applicable)
 - c. ☐ Statement Regarding Federally-sponsored Research/Development (if applicable)
 - d. ☐ Reference to Microfiche Appendix (if applicable)
 - e. ☒ Background of the Invention
 - f. ☒ Brief Summary of the Invention
 - g. ☒ Brief Description of the Drawings (if drawings filed)
 - h. ☒ Detailed Description
 - i. ☒ Claim(s) as Classified Below
 - j. ☒ Abstract of the Disclosure

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Signed statement attached deleting inventor(s) named in the prior application,
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The entire disclosure of the prior application, from which a copy of the oath or declaration is supplied under Box 4b, is considered as being part of the disclosure of the accompanying application and is hereby incorporated by reference therein.
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Accompanying Application Parts

8. ☒ Assignment Papers *(cover sheet & document(s))*
9. ☐ 37 CFR 3.73(B) Statement *(when there is an assignee)*
10. ☐ English Translation Document *(if applicable)*
11. ☐ Information Disclosure Statement/PTO-1449 ☐ Copies of IDS Citations
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15. ☐ Certified Copy of Priority Document(s) (if foreign priority is claimed)

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SAR 13476

Serial No.
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Invention: METHOD AND APPARATUS FOR TRACKING MULTIPLE OBJECTS IN A VIDEO SEQUENCE

JUL 14 2000
U.S. PTO
09/615971
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METHOD AND APPARATUS FOR TRACKING MULTIPLE OBJECTS IN A VIDEO SEQUENCE

5 This invention was made with U.S. government support under contract no. DAAB07-98-C-J023. The U.S. government has certain rights in this invention.

 This application claims benefit of U.S. provisional application serial number 60/143,750 filed July 14, 1999.

10 The invention relates to image processing systems and, more particularly, the invention relates to image processing systems that detect and track objects.

BACKGROUND OF THE DISCLOSURE

 Tracking of multiple objects in video is a key issue in many
15 applications including video surveillance, human computer interaction, and video conferencing. Multiple object tracking has also become a challenging research topic in computer vision. Some difficult issues involved are the handling of cluttered background, unknown number of objects, and complicated interactions between objects within a scene. Most tracking
20 algorithms compute the *a posteriori* probability of object states and adopt a probabilistic hidden Markov model (HMM) to track objects in a video sequence.

 As shown in FIG. 1, the states of an object at different time instances $x_t \in X$, $t = 1, 2, \dots, n$, form a Markov chain. State x_t belongs to the parameter
25 space X that may contain parameters such as the position, scale factor, or deformation parameters of the object. At each time instance t , conditioned on x_t , the observation z_t is independent of other object states or observations. Observations can be some observed variables representing objects in an image or the image itself. This model is summarized as:

$$30 \quad P(x_1, x_2, \dots, x_n; z_1, z_2, \dots, z_n) = P(x_1)P(z_1|x_1) \prod_{i=2}^n [P(x_i|x_{i-1})P(z_i|x_i)] \quad (1)$$

 The object tracking problem can be posed as the computation of the *a posteriori* distribution $P(x_t | Z_t)$ given observations $Z_t = \{z_1, z_2, \dots, z_t\}$. When a single object is tracked, the maximum *a posteriori* (MAP) solution is desired. When both the object dynamics $P(x_t | x_{t-1})$ and observation likelihood

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$P(z_t | x_t)$ are Gaussian, $P(x_t | Z_t)$ is also Gaussian and the MAP solution is $E(x_t | Z_t)$.

To compute $P(x_t | Z_t)$ for HMM, a forward algorithm can be applied. The forward algorithm computes $P(x_t | Z_t)$ based on $P(x_{t-1} | Z_{t-1})$ in an inductive

5 manner and is formulated as

$$P(x_t | Z_t) \propto P(z_t | x_t) P(x_t | Z_{t-1}) = P(z_t | x_t) \int P(x_t | x_{t-1}) P(x_{t-1} | Z_{t-1}) dx_{t-1} \quad (2)$$

Using this formula, a well-known Kalman filter computes $E(x_t | Z_t)$ for a Gaussian process. When either $P(x_t | x_{t-1})$ or $P(z_t | x_t)$ is not in an analytic form, sampling algorithm techniques need to be applied to implement the forward algorithm. For the situation where $P(x_t | x_{t-1})$ is Gaussian and $P(z_t | x_t)$ is non-Gaussian, prior art object tracking algorithms have used a CONDENSATION algorithm. The CONDENSATION algorithm simulates $P(x_t | Z_t)$ with many samples and propagates this distribution through time by integrating the likelihood function $P(z_t | x_t)$ and the dynamics $P(x_t | x_{t-1})$.

15 Alternatively, a variance reduction method within Monte Carlo approach, known as importance sampling, may also be applied to reduce the number of samples. The CONDENSATION algorithm converges to a single dominant peak in the posterior distribution. In its stated form, the CONDENSATION algorithm does not generalize to multi-object tracking.

20 When multiple objects are involved and the number of objects are known and fixed, an analytic-form tracker can use a Gaussian mixture model and Kalman filter for posterior density estimation. When the number of objects may change at any time, semi-analytic methods such as multiple-hypothesis tracking can be used. However, the complexity of this algorithm is exponential with respect to time and a pruning technique is necessary for

25 practical reasons.

If x_t is a parameter of an object, propagating distribution $P(x_t | Z_t)$ by sampling also has difficulty tracking multiple objects. According to Equation (2), $P(x_t | Z_t)$ is essentially the multiplication of dynamically

30 changed and diffused version (by $P(x_{t+1} | x_t)$) of likelihood function $P(z_t | x_t)$. When the likelihood of an object is constantly larger or smaller than that of another object (in practice this happens quite often), the ratio between the *a posteriori* probabilities of these two objects increase exponentially with respect to t . If a fixed number of object samples are used, say a

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CONDENSATION-like algorithm, when t is larger than a certain value, only the object with the dominant likelihood is likely to be tracked. This phenomenon is illustrated in FIGS. 2A and 2B. When $t = 20$, more than 3000 samples are needed to obtain a single sample from an object with a smaller likelihood. In this example, for convenience of computation, no blurring is considered, which is equivalent to $P(\mathbf{x}_t | \mathbf{x}_{t-1}) = \delta(\mathbf{x}_t - \mathbf{x}_{t-1})$.

Additionally, it is assumed that the object is not moving, which is also the case when the algorithm is applied to a single video frame. FIG. 2A depicts $P(\mathbf{x}_1 | \mathbf{z}_1)$ having modes 202 and 204 and FIG. 2B depicts $P(\mathbf{x}_{20} | \mathbf{Z}_{20}) =$

10 $P(\mathbf{x}_1 | \mathbf{Z}_1)^{20}$ having modes 206 and 208. Using a smoother $P(\mathbf{x}_t | \mathbf{x}_{t-1})$ will reduce the peak value ratio between the modes. However, the ratio of modes still increases exponentially with the number samples.

A conclusion from the above analysis is that as long as $P(\mathbf{x}_t | \mathbf{Z}_t)$ is approximated with samples whose total number increases less than
 15 exponentially with respect to number of iterations, the tracker will converge to the objects having the maximum likelihood. When the likelihood function is biased and one mode is always has higher likelihood value, the tracker can only track that object from frame to frame. When the forward algorithm is applied to the same image for many times, the object parameter with
 20 maximum likelihood can be found. In summary, the CONDENSATION algorithm converges to the dominant mode (208 in FIG. 2B) of the distribution and suppresses the rest (206 in FIG. 2B).

Therefore, a need exists in the art for a method and apparatus for tracking multiple objects within a sequence of video frames.

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SUMMARY OF THE INVENTION

The present invention provides a method and apparatus for tracking multiple objects in a video sequence. The method defines a group of objects as a configuration, selects a configuration for a current video frame, predicts
 30 a configuration using a two-level process and computes the likelihood of the configuration. Using this method in an iterative manner on a sequence of frames, tracks the object group through the sequence.

BRIEF DESCRIPTION OF THE DRAWINGS

The teachings of the present invention can be readily understood by considering the following detailed description in conjunction with the

5 accompanying drawings, in which:

FIG. 1 depicts a hidden Markov model of the prior art;

FIGS. 2A and 2B depict the results of using a CONDENSATION algorithm using *a posterior* probability;

FIG. 3 depicts a block diagram of a computer system used to
10 implement the present invention;

FIG. 4 depicts a flow diagram of a method representing a first embodiment of the invention;

FIG. 5 depicts an illustrative video frame upon which the invention may operate;

15 FIG. 6 depicts an illustrative deletion map for the frame of FIG. 5;

FIG. 7 depicts an illustrative foreground blob model for the frame of FIG. 5;

FIG. 8 depicts a flow diagram of a method representing a second embodiment of the invention;

20 FIGS. 9A-D collectively depict the operation of the method of FIG. 8 upon a video frame having multiple objects;

FIG. 10 depicts an object model of a person; and

FIG. 11 depicts a spherical object model.

To facilitate understanding, identical reference numerals have been
25 used, where possible, to designate identical elements that are common to the figures.

DETAILED DESCRIPTION

The present invention is a method and apparatus for tracking
30 multiple objects in a video sequence of a scene. The invention is generally implemented as a software routine or routines that when executed by a processor will cause an image processing system to perform the steps of the invention. The invention may be implemented in software, hardware or a combination of software and hardware.

FIG. 3 depicts an image processing system 300 comprising at least one image sensor 306 (e.g., a video camera), a computer 308, input devices 310 and output devices 312. The sensor 306 is used to image a scene 302 comprising a plurality of moving objects 304A, 304B, and 304C (collectively objects 304). The sensor 306 produces a video signal on path 322 comprising a sequence of image frames. Until processed, the sequence is generally stored in the computer 308 or stored on a video storage device such as a video cassette recorder.

The computer 308 comprises a central processing unit (CPU) 314, support circuits 316 and memory 318. The CPU 314 may be any general purpose processor that, when executing the software of the present invention, forms a specific purpose processor; namely, an image processor. The support circuits 316 are well known devices and circuits that supplement the operation of the CPU 314 including cache, clocks, power supplies, buses, and the like. The memory 320 is random access memory, read only memory, removable storage, disk drives or any combination of these devices. The memory 320 stores the software 320 of the present invention. The input devices 310 may be a keyboard, mouse, trackball, and the like, while the output devices 312 may be a printer, display, and the like.

To track multiple objects 304, a plurality of objects are considered simultaneously. A collection of m objects is referred to as an object configuration (hereinafter the term "configuration" will be used for conciseness). The set of parameters of a configuration is $s_t = \{x_{t,1}, x_{t,2}, \dots, x_{t,m}\} \in X^m$. When the number of the objects 304 is unknown, $s_t \in \bigcup_{m=0}^K X^m$, where K is the maximum possible number of objects in an image. To handle multiple objects, instead of propagating the *a posteriori* probability of object parameters $P(x_t | Z_t)$ the present invention propagates the *a posteriori* probability of the configuration parameters $P(s_t | Z_t)$. The forward propagation formula

$$P(s_t | Z_t) \propto P(z_t | s_t) P(s_t | Z_{t-1}) = P(z_t | s_t) \int P(s_t | s_{t-1}) P(s_{t-1} | Z_{t-1}) ds_{t-1} \quad (3)$$

suggests the following algorithm using the sampling strategy of a CONDENSATION algorithm.

FIG. 4 depicts a flow diagram of a method 400 of the present invention. Suppose $\pi'_j = P(z_t | s_t^j), j = 1, 2, \dots, R_s$ is the likelihood of the j th configuration s'_j . R_s is the likelihood of the j th configuration s'_j . R_s is the total number of configuration samples, which is a constant in the algorithm.

5 In each iteration (or frame), the three steps of the algorithm are:

Step 402. At time instance $t > 1$, randomly select the j th configuration sample s'_{t-1}^j from all R_s samples s_{t-1}^i , $i = 1, 2, \dots, R_s$ in the previous frame according to their corresponding likelihood $\pi_{t-1}^i, i = 1, 2, \dots, R_s$.

Step 404. Apply the dynamics to predict current configuration s_t^j
 10 from s_{t-1}^j using

$$P(s_t^J | \mathbf{S}_{t-1}^J)$$

Step 406. Compute the new likelihood

$$\pi_t^j = \mathbb{P}(z_t \mid \mathbf{s}_t^j)$$

At the beginning of the iteration, step 402, s_1^j is assigned randomly in
15 configuration space $\bigcup_{m=0}^K X^m$. One way of doing this is to assign an equal
number of configuration samples to given number of objects. For example, if
the maximum possible number of objects is $K = 9$ and the invention uses
1000 samples, $R_s = 1000$, then 100 samples each are assigned to the 10
configurations containing 0 to 9 objects, separately. For configuration
20 sample with m objects, the parameters for each object are, again, randomly
chosen in the parameter space. The likelihood π_1^j for sample s_1^j is then
computed. If the likelihood is high, according to Step 402, in the next
iteration, this configuration is likely to be selected. The expected number of
objects can also be computed as $\sum_{i=1}^{R_s} |s_i^j| \pi_i^j / \sum_{i=1}^{R_s} \pi_i^j$, where $|s_i^j|$ is the number of
25 objects in s_i^j .

Two key issues in method 400 are how to compute the configuration dynamics $P(s_t^j | s_{t-1}^j)$ and the configuration likelihood $P(z_t | s_t^j)$. $P(s_t^j | s_{t-1}^j)$ describes the dynamic behavior of a configuration in terms of how each of individual object within a configuration changes from frame to frame, how a new object is introduced into a configuration, how an existing object is deleted from a configuration. Occlusions can also be accounted for using

object introduction and deletion. The likelihood $P(z_t|s_t^j)$ represents, for a given configuration, how likely the observation of a particular configuration will occur. The most likely configuration is tracked from frame to frame.

Two levels of behaviors are described in $P(s_t^j|s_{t-1}^j)$: object-level and
 5 configuration-level dynamics. Suppose s_{t-1}^j contains m objects, or
 $s_{t-1}^j = \{x_{t-1,1}, x_{t-1,2}, \dots, x_{t-1,m}\}$. Object-level dynamics $P(x_{t,i}|x_{t-1,i})$ describes the changes of individual objects over time. The configuration-level dynamics are responsible for deleting existing objects and adding new objects to a configuration. In step 404, these two levels of dynamics (404A and 404B)
 10 are performed sequentially in either order.

Object-level Dynamics $P(x_{t,i}|x_{t-1,i})$.

Object-level dynamics uses a model that is represented by

$$x_{t,i} = Ax_{t-1,i} + w \quad (4)$$

15 where $w: N(0, \Sigma)$ is Gaussian noise and A is the state transition matrix. According to this model, $P(x_{t,i}|x_{t-1,i})$ has Gaussian distribution $N(Ax_{t-1,i}, \Sigma)$ and $x_{t,i}$ can be predicted accordingly.

Configuration-level Dynamics

20 The configuration-level dynamics allows deletion, addition of objects in configuration s_t^j . Domain-dependent information can also be used. If the scene background is static, knowledge about where object deletions and object additions might occur is described as a spatial birth and death Poisson process if the scene background is static. The object deletions and
 25 additions can also be built on a video mosaic image obtained from a camera in a fixed position.

FIG. 5 depicts a frame of video 500 comprising a background scene 502 (e.g., a house 504 and a sidewalk 506) and a plurality of objects 508 A-E of interest (e.g., moving objects)

30 Depending on the image coordinates (x,y) of an object, an object has a deletion probability $\beta(x,y)$. For example, if an object is very close to the boundary of the image, or there is a door in the image, those places should have higher β , i.e., objects near a boundary are likely to leave the scene and

thus require deletion. The same is true for objects that are near a door within a scene. If there is no such information available, a constant β can be used. In this case, for a configuration with m objects, the probability of no objects getting deleted is $(1-\beta)^m$. It can be seen that when occlusions happen

5 in an area with low deletion probability, a configuration will maintain its number of objects. FIG. 6 shows a region 600 of an increased deletion probability (deletion map) positioned near the image edge for the image of FIG. 5.

For each object configuration, a fixed probability α is also assigned for

10 object addition to the configuration. The parameter of a new object should be sampled randomly from object parameter space. If some *a priori* knowledge is available about where a new object may appear, the new object can be sampled according to this prior knowledge. For example, "foreground blobs" are extracted during preprocessing to identify foreground objects that

15 generally comprise the objects to be tracked, the new objects are added only to those areas, i.e., areas where new objects enter the scene. FIG. 7 depicts a plurality of foreground blobs 700 A-E that correspond to the image of FIG. 5. The "foreground blobs" can be formed using well-known processes such as background subtraction, a two-image difference technique, a three-image

20 difference technique and the like.

Likelihood of Configuration

Again, there are object-level and configuration-level likelihood for configuration s_t^j . The object-level likelihood $P(z_t|x_{t,i})$ measures how well the

25 observations fit the object parameters. If only likelihood of this level is considered, the configuration that gives maximum likelihood will be the one with all objects located at the one position that has the maximum object likelihood. Configuration-level likelihood is introduced to avoid this errant situation by forcing a configuration to explain all the observed data with

30 minimum number of objects (cost). For example, the invention locates model objects at positions that cover more foreground blob area. A good configuration should try to explain as much interested region (foreground blob) as possible with lowest cost and highest object likelihood.

Likelihood of Individual Object $P(z_i|x_{t,i})$

$P(z_i|x_{t,i})$ is the likelihood of an individual object which could simply be normalized correlation between a transformed object template and the video frame, or a Chamfer matching score for a contour tracker. The likelihood of
 5 all m objects in configuration s_t^j is the geometric average of all $P(z_i|x_{t,i})$,

$$\lambda = \left(\prod_{i=1}^m P(z_i|x_{t,i}) \right)^{\frac{1}{m}} \quad (5)$$

Configuration-level Likelihood

The configuration-level likelihood of s_t^j reflects how much of the
 10 observations are explained and at what expense. The configurations that cover much of the relevant observations (object set) with a minimum number of modeled objects are favored. The inventive method measures the configuration likelihood using a product of two terms: coverage γ and efficiency ξ . Coverage is the percentage of data covered by configuration
 15 and object models (a model-to-data measure), and efficiency is the percentage of models covered by the data (a data-to-model measure). In the foreground blob example of FIGS. 5, 6 and 7, the percentage of the blob area 700 covered by modeled objects is measured. This measurement indicates how much of the observation is explained by the model. The
 20 coverage is formulated as:

$$\gamma = \frac{|A \cap (\bigcup_{i=1}^m B_i) + b|}{|A| + b} \quad (6)$$

where A is union of areas in foreground blobs 700, B_i is the area covered by a tracked object i . Therefore, γ is the percentage of the data covered by the model configuration, b is a small positive constant to avoid a
 25 divided-by-zero error. Such an error could occur if $|A| = 0, \gamma = 1$.

The efficiency of a configuration is defined as

$$\xi = \frac{|A \cap (\bigcup_{i=1}^m B_i) + c|}{(\bigcup_{i=1}^m B_i + a)} \quad (7)$$

where a is a small positive constant for the same purpose as b and c is a positive number. As such, if too many objects are used to explain a small area, ξ will be small and when $|A| = 0$, the configurations with smaller number of objects have higher score. The configuration-level likelihood is

5 $\gamma\xi$.

The overall likelihood of configuration s_i^j is

$$\pi_i^j = \lambda^a \cdot (\lambda\xi)^\beta \quad (8)$$

where positive constants α and β control the overall convergence rate and relative importance of these two terms. As such, the invention favors configurations that cover the most blob area with the least number of models. The configurations are updated with each new video frame that is processed such that the configurations track the multiple objects from frame to frame in a video sequence.

15 Fast Algorithm

As mentioned previously, the above algorithm samples the a *posteriori* distribution of configuration in a high dimensional space $\bigcup_{m=0}^K X^m$.

The algorithm takes a great number of samples and many iterations to converge to an optimal configuration. When insufficient samples are used, the process tends to be stalked by local maximums. An importance sampling technique alleviates this problem by reducing the size of parameter space X . A fast algorithm may be alternatively used to reduce the sampling space. The key idea behind this algorithm is to divide the sampling process into two stages, namely, local object-level sampling and global configuration-level sampling.

The alternative embodiment is depicted in FIG. 8 where the algorithm 800 starts by sampling from the configuration as accomplished in the method of FIG. 4. Specifically, the method 800 begins by selecting a configuration at step 802.

Next at step 804, object-level sampling is performed. FIG. 9A illustrates the configuration selection. The image is first divided into smaller cells. Objects contained in all configuration samples are partitioned into these cells (FIG. 9B shows four cells). In each cell, several iterations of a CONDENSATION procedure are performed on objects in this cell. There

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solutions to get the global solution. The complexity of this operation is of the order of N^m . Compared to D^m , it is a much simpler problem.

The fast multiple object tracking algorithm is summarized as following:

- 5 Step 802. Randomly select, at time $t > 1$, the j th configuration sample s'_{t-1} from all R_s samples s'_{t-1} , $i = 1, 2, \dots, R_s$ in previous frame according to their corresponding likelihood π'_{t-1} , $i = 1, 2, \dots, R_s$.

- 10 Step 804. Perform local object-level CONDENSATION: Partition 2D image space into small cells. In each cell, perform CONDENSATION for all object samples x_{i1} , $i = 0, 1, \dots, k$ fall in this cell. The new object samples approach local object-level MAP solution.

- 15 Step 806. Perform global configuration-level posterior estimation: Configuration-level dynamics is performed to obtain s'_t . The likelihood $\pi'_t = P(z_t | s'_t)$ is computed at configuration level based on locally improved object parameters. Then the configuration-level sampling-dynamics-likelihood process iterates several times to concentrate configuration around the global MAP solution.

- 20 Foreground blob is important for computing the configuration-level likelihood. Several methods for creating foreground blobs include background subtraction, two-image or three-image difference methods and the like.

- 25 A crucial component in the proposed algorithms is the likelihood function of a configuration. It has two parts: the object-level likelihood function $P(z_t | x_{t,i})$ and the configuration-level likelihood based on coverage and efficiency (Υ and ξ). A contour-plus-region representation is applied. For tracking people, the head-shoulder contour in Figure 10 is compared with edge images to calculate $P(z_t | x_{t,i})$. The regions are represented by rectangles and are used to compute Υ and ξ . Spherical objects can be
30 represented by a 2D contour region representation shown in FIG. 11.

To fully implement the invention, there are also several parameters that need to be decided. The size of cells in the illustrative embodiment implementation is 10x10 pixels. α and β , which controls the relative

importance of object-level and configuration-level likelihood were both set to 1.0. The method of the present invention has been implemented on a Pentium II 400 MHz PC. The fast algorithm runs at 1 Hz when 200 configuration samples are used.

- 5 Although various embodiments which incorporate the teachings of the present invention have been shown and described in detail herein, those skilled in the art can readily devise many other varied embodiments that still incorporate these teachings.

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What is claimed is:

1. A method for tracking multiple objects in a video sequence comprising:
 selecting an initial configuration comprising a plurality of objects;
 5 predicting a current configuration; and
 computing a likelihood for the current configuration.
2. The method of claim 1 wherein said predicting step comprises
 performing an object level prediction.
- 10 3. The method of claim 1 wherein said predicting step comprises performing
 a configuration level prediction.
4. The method of claim 3 wherein said configuration level prediction
 15 handles object addition and deletion from a current configuration.
5. The method of claim 1 wherein the predicting step comprises:
 determining a percentage of the objects that are covered by the
 current configuration;
 20 determining a number of current configurations that correspond to
 the objects; and
 maximizing said percentage and minimizing said number to identify
 an optimal current configuration.
- 25 6. The method of claim 5 wherein said percentage determining step
 comprises solving:

$$\gamma = \frac{\left| A \cap \left(\bigcup_{i=1}^m B_i \right) + b \right|}{|A| + b}$$

7. The method of claim 5 wherein said percentage determining step
 30 comprises solving:

$$\xi = \frac{|A \cap (\bigcup_{i=1}^m B_i) + c|}{|(\bigcup_{i=1}^m B_i) + a|}$$

8. The method of claim 1 wherein multiple objects in a video sequence are represented by said configuration comprising a plurality of modeled objects.
- 5
9. A method of producing probability distributions of states for multiple objects in a video sequence comprising:
- performing hierarchical sampling of at least one frame of video in said video sequence, wherein said sampling is performed in an object configuration and individual object states; and
- 10 repeating said sampling for each frame of video in said video sequence to track objects within the video sequence.
10. The method of claim 1 wherein said object configuration represents a plurality of objects within a scene.
- 15
11. A computer readable medium containing a program that, when executed by a processor, causes an image processing system to perform a method comprising:
- 20 selecting an initial configuration comprising a plurality of objects; predicting a current configuration; and computing a likelihood for the current configuration.
12. The method of claim 11 wherein said predicting step comprises performing an object level prediction.
- 25
13. The method of claim 11 wherein said predicting step comprises performing a configuration level prediction.
- 30 14. The method of claim 13 wherein said configuration level prediction handles object addition and deletion from a current configuration.

15. The method of claim 11 wherein the predicting step comprises:

determining a percentage of the objects that are covered by the current configuration;

5 determining a number of current configurations that correspond to the objects;

maximizing said percentage and minimizing said number to identify an optimal current configuration.

16. The method of claim 11 wherein said percentage determining step

10 comprises solving:

$$\gamma = \frac{\left| A \cap \left(\bigcup_{i=1}^m B_i \right) + b \right|}{|A| + b}$$

17. The method of claim 15 wherein said percentage determining step comprises solving:

15

$$\xi = \frac{\left| A \cap \left(\bigcup_{i=1}^m B_i \right) + c \right|}{\left(\left| \bigcup_{i=1}^m B_i \right| + a \right)}$$

18. The method of claim 11 wherein multiple objects in a video sequence are represented by said configuration comprising a plurality of modeled objects.

Abstract of the Disclosure

A method and apparatus for tracking multiple objects in a video sequence. The method defines a group of objects as a configuration, selects a configuration for a current video frame, predicts a configuration using a two-level process and computes the likelihood of the configuration. Using this method in an iterative manner on a sequence of frames, tracks the object group through the sequence.

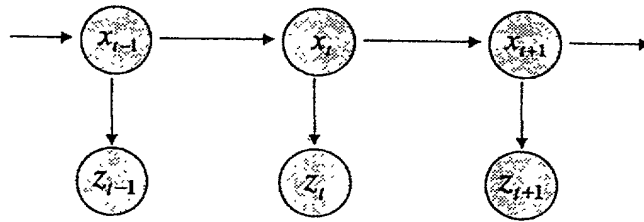


FIG. 1

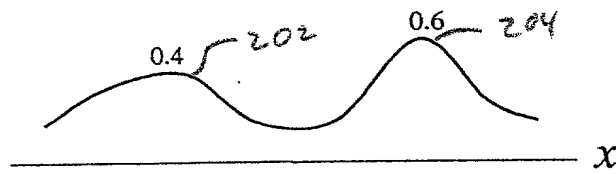


FIG. 2A

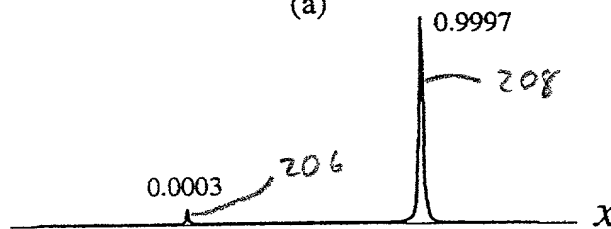


FIG. 2B

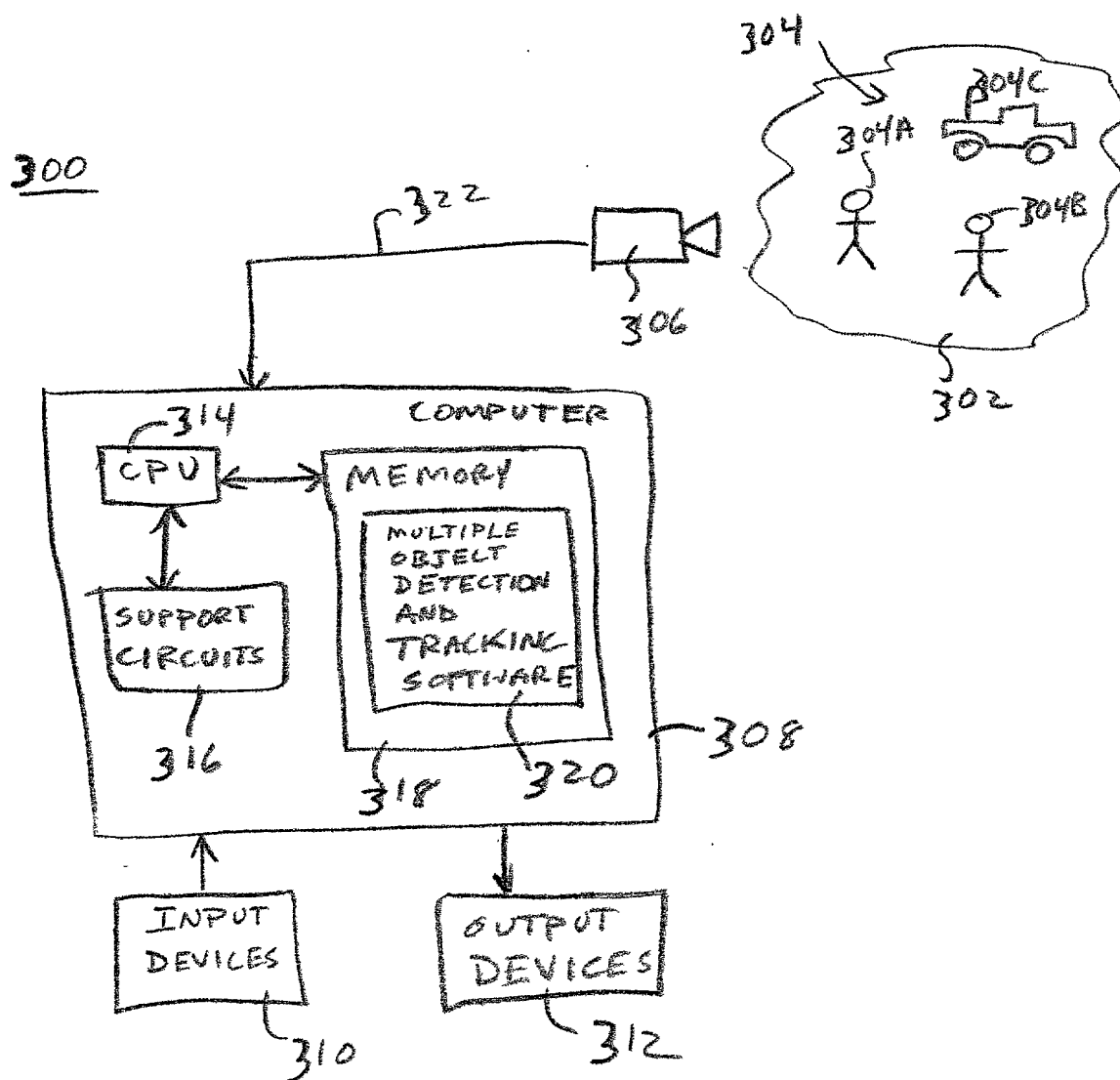
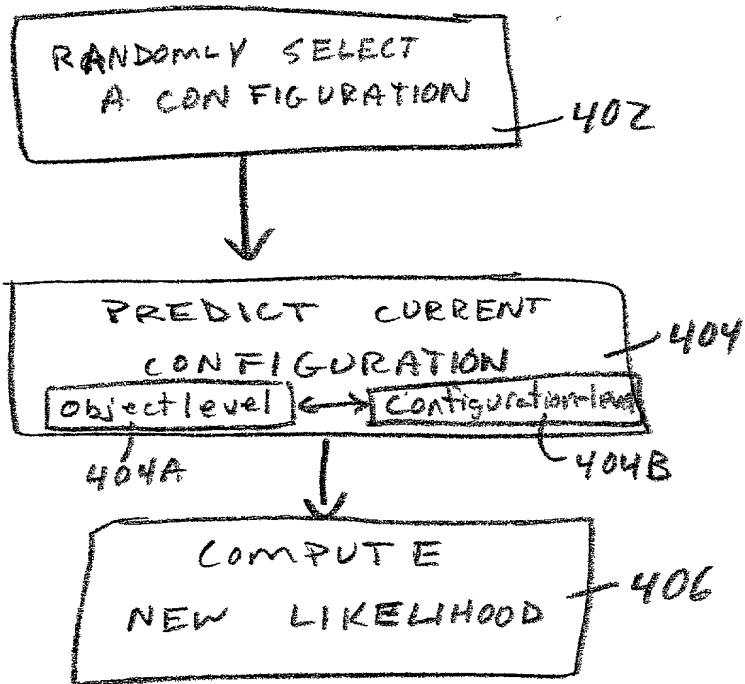


FIG. 3

FIG 4



400

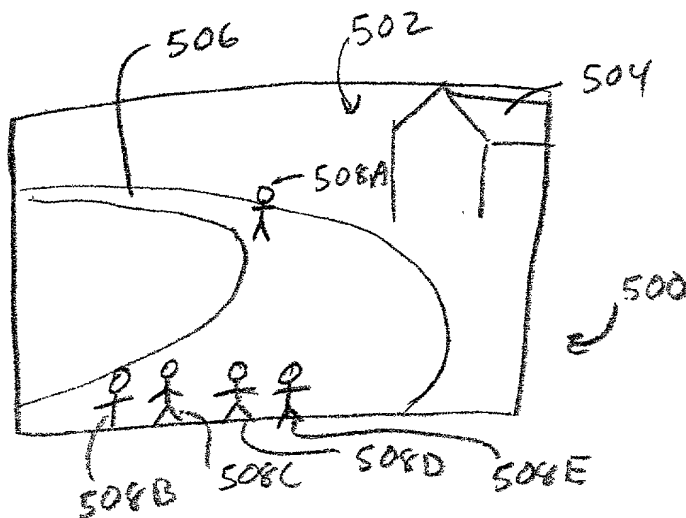


FIG 5

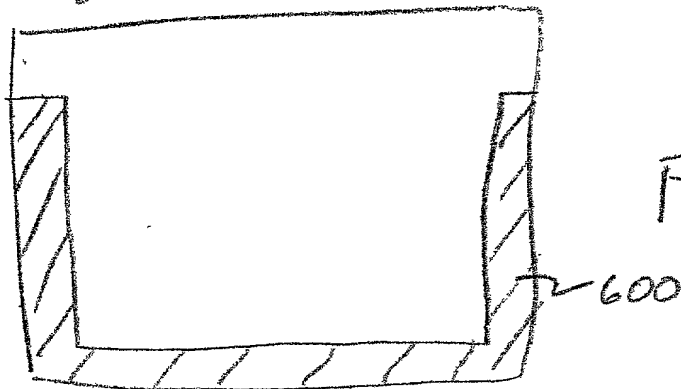


FIG 6

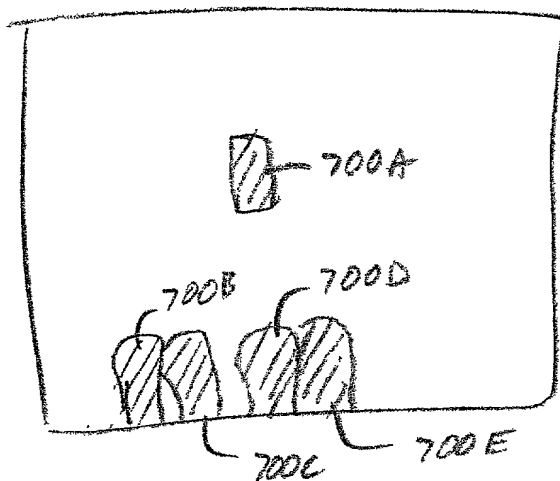
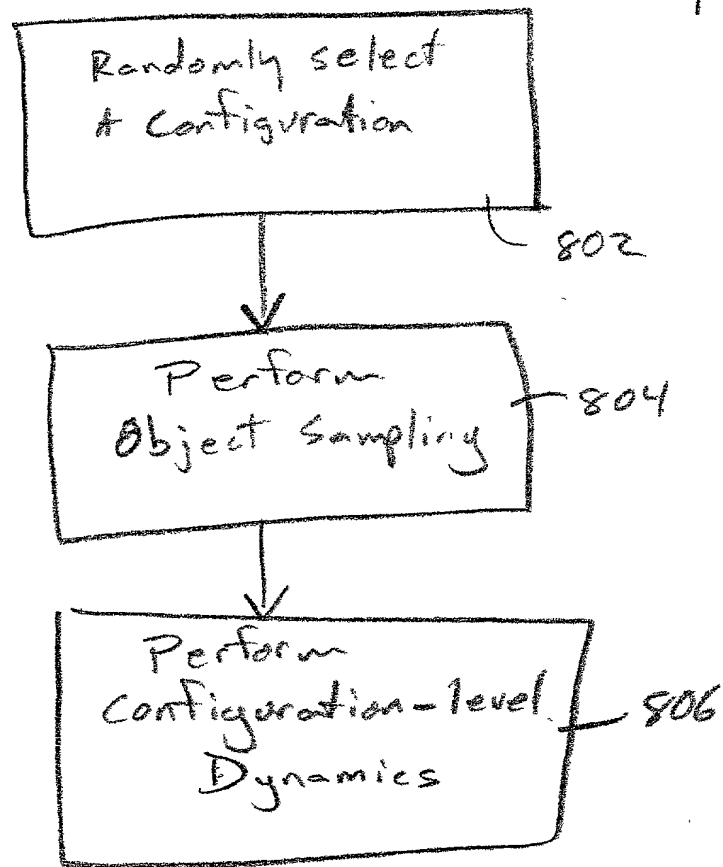


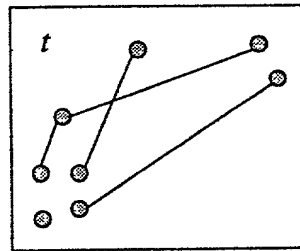
FIG 7

FIG. 8

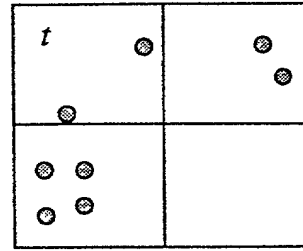


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FIG. 9A



(a)



(b)

FIG. 9B

FIG. 9C

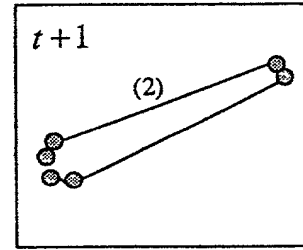
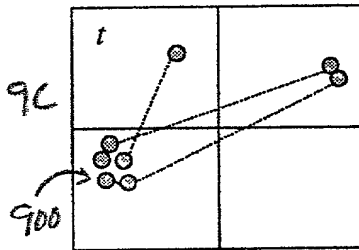


FIG. 9D



FIG. 10

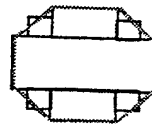


FIG. 11

COMBINED DECLARATION AND POWER OF ATTORNEY

As a below-named inventor, I hereby declare that:

My residence, post office address, and citizenship are as stated below next to my name.

I believe I am the original, first, and sole inventor (if only one name is listed below) or an original, first, and joint inventor (if multiple names are listed below) of the subject matter which is claimed and for which a patent is sought on the invention entitled METHOD AND APPARATUS FOR TRACKING MULTIPLE OBJECTS IN A VIDEO SEQUENCE, the specification of which is being filed under the above-identified Attorney Docket Number.

I hereby state that I have reviewed and understand the contents of the above-identified specification, including the claims, as amended by any amendment referred to above.

I acknowledge the duty to disclose information which is material to the examination of this application in accordance with Title 37, Code of Federal Regulations, §1.56(a).

PRIORITY CLAIM

I hereby claim foreign priority benefits under Title 35, United States Code, § 119 of any foreign application(s) for patent or inventor's certificate listed below and have also identified below any foreign application for patent or inventor's certificate having a filing date before that of the application on which priority is claimed.

_____ (Number)	_____ (Country)	_____ (Day/Month/Year Filed)	_____ Yes ____ No (Priority Claimed)
_____ (Number)	_____ (Country)	_____ (Day/Month/Year Filed)	_____ Yes ____ No (Priority Claimed)

I hereby claim the benefit under Title 35, United States Code § 120 of any United States application(s) listed below and, insofar as the subject matter of each of the claims of this application is not disclosed in the prior United States application in the manner provided by the first paragraph of Title 35, United States Code, § 112, I acknowledge the duty to disclose material information as defined in Title 37, Code of Federal Regulations, § 1.56(a) which occurred between the filing date of the prior application and the national or PCT international filing date of this application.

_____ (Application Serial No.)	_____ (Filing Date)	_____ (Status) (patented, pending, abandoned)
_____ (Application Serial No.)	_____ (Filing Date)	_____ (Status) (patented, pending, abandoned)

I hereby claim the benefit under Title 35, United States Code, § 119(e) of any United States provisional application(s) listed below:

PROVISIONAL APPLICATION NUMBER

60/143,750

FILING DATE

July 14, 1999

POWER OF ATTORNEY

As a named inventor, I hereby appoint the following attorneys jointly and each of them severally, with full power of substitution, delegation, and revocation, to prosecute this application, to make alterations and amendments therein, to receive the patent, and to transact all business in the Patent and Trademark Office connected therewith:

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I hereby direct that all correspondence and telephone calls in connection with this application be addressed to:

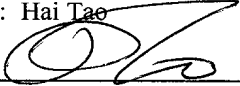
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 Fax.(732) 530-9808

DECLARATION

I hereby declare that all statements made herein of my own knowledge are true and that all statements made on information and belief are believed to be true; and further that these statements were made with the knowledge that willful false statements and the like so made are punishable by fine or imprisonment, or both, under Section 1001 of Title 18 of the United States Code, and that such willful false statements may jeopardize the validity of the application or any patent issued thereon.

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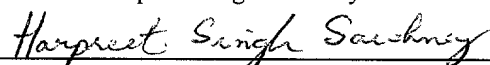
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